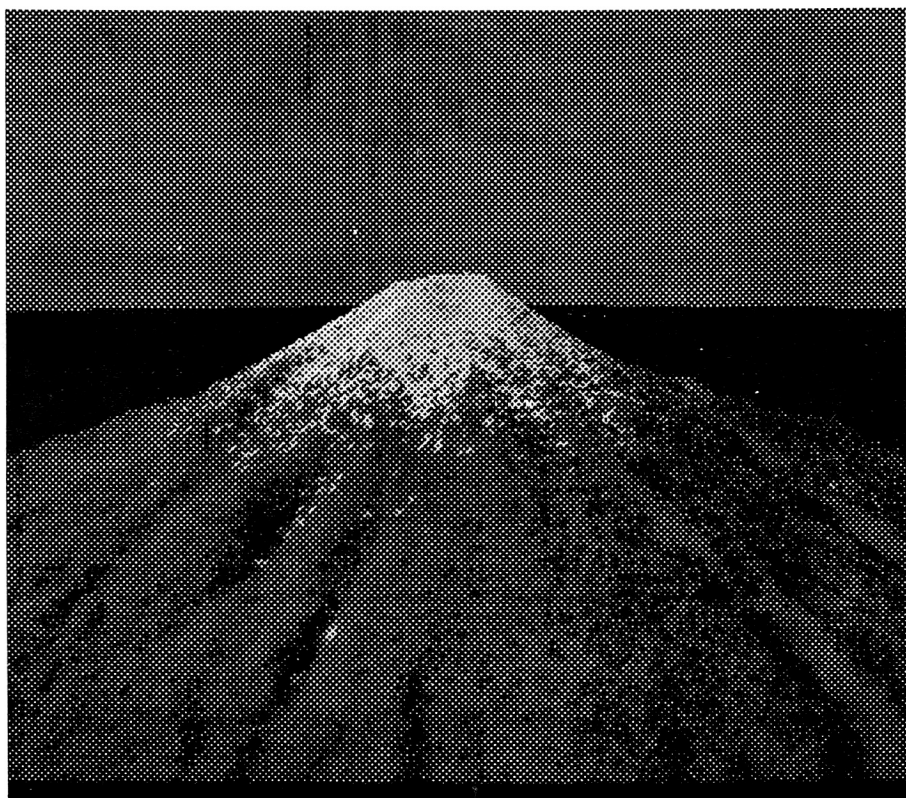


Canberra
Amiga
Users
Society
Inc



beCAUS

August 1992



Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 250 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either to the Membership Secretary at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our new Sysop Stephen White. To be a member of the bulletin board, you need to pay \$5.00 additional yearly subscription.

The telephone number of the bulletin board is 2531170 and of the Sysop 2532394 (h).

Newsletter Contributions

beCAUS is produced bi-monthly. Contributions can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. Where possible, please provide them in Amiga readable format ie a disk file in ASCII, Wordperfect, Scribble!, Prowrite, Excellence or Amiga graphic for-

mat. The deadline for contributions to the newsletter is the 15th of the month preceding distribution. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

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Advertising

	First Run	Rerun
Full page	\$30	\$20
Half page	\$25	\$15
Quarter page	\$20	\$10

Copy is to be provided to the Editor either in Amiga graphic file format or as appropriately sized printed copy. First Run prices are applicable if the Editor has to format the advertisement.

Production

The Editor for the newsletter was David Wilson. The copy was formatted by the DTP SIG using Professional Page v2.1 and printed on a Postscript printer by Desktop Utilities.

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CAUS Committee (1992)

Director	Chris Townley 2545922 (h) 6-8pm
Vice Director	Gordon Owtrim 2972692 (h) 6-8pm
Secretary	Tony Hayman 2961894 (h) 7-10pm
Membership Secretary	Berenice Jacobs 2552284 (h) 4-8pm
Treasurer	Terry Sullivan 2545922 (h)
Committee	Stephen Bourne 2350150 (h)
	Christopher Cole 2478590 (h)
	David Jacobs 2552284 (h) 5-7pm
	Loy Winkler 2588320 (h) 4-10pm
	Joe McCully 2552128 (h)
	Neil Squires 2591128 (h)

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 13 August, 10 September and 8 October.

The Beginners' Group runs from 7-8 pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Loy Winkler	2588320	Genealogy
Bernie Wiemers	2418739	Amos
Christopher Cole	2478590	Hardware
Matthew Taylor	2515343	Music and Graphics
David Wilson	2918324	Desktop Publishing
Rob Vander Meer	2418480	Video
Andrew Boundy	2916971	CanDo

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THE SOUNDS OF SILENCE

Running a GVP A500 Quantum Hard Drive without a Fan by Leigh Murray

Silence is Golden

I'm writing this surrounded by the sounds of silence. Instead of the low whine of the fan in my GVP A500-HD+ Impact Series II hard drive, all I can hear are bird calls from outside, and the occasional twitter of the drive as it is being accessed. You see, the fan has now been disconnected for a few months, and the silence sure is golden. The disconnection of the fan was made on the advice of a technical bod (Niv, I think his name is) from Power Peripherals, the GVP distributors in Australia (phone (03) 532 8553).

Quantum Leaps from Quantum Drives

The acquisition of the GVP hard drive resulted in such a quantum leap in computing-pleasure for me that I tolerated the fan noise. Initially the low whine irritated me, but I seemed to adjust quite easily to it after a few days (and I tend to be easily bothered by noises). All was well until the fan changed to random tune-making.

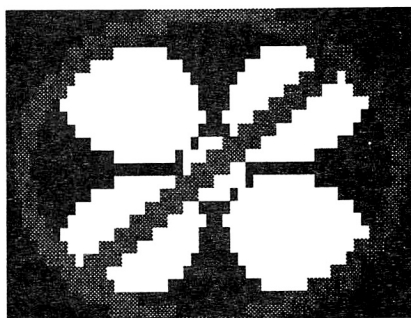
GVP Hard Drive acquires Skill as a Random Noise Generator

The hard drive, at only a few months old, suddenly developed an erratic tendency for random and totally unpredictable changes in the 'note' the fan was playing. After several days of this, my tension levels were soaring, and I was close to going bananas. Much as I doted on the Amiga and the GVP (and I certainly do dote), I found I didn't want to use them; gardening suddenly looked a particularly attractive pastime - as did anything else that got me away from that dreadful, unpredictable noise.

Power Peripherals to the Rescue

Something had to be done! A call was made to our excellent local Amiga dealer, Rob Wilkins of Carina Computers (he gives great service and support, and has regular specials at CAUS meetings) to discuss the crisis.

He suggested calling Niv at Power Peripherals. The result: one permanently disconnected fan. Niv's advice was that because GVPs with Quantum hard drives are now being shipped without fans, then it was fine to run these drives without a fan (but note that this advice is specific to Quantum hard drives, not other brands).



Disconnecting the Fan

Disconnecting the fan is very easy and doesn't involve any specialised technical skills: just care and commonsense.

But BACKUP the drive before you do anything else. This is an essential step, for safety, and I feel that I can't emphasize this point too much. Do a full backup with a good hard drive backup program such as Quarterback. Then if anything goes wrong (and that is always possible with any such exercise, no matter how simple the exercise), it will be much easier for you to restore your data to exactly the status before you removed the drive.

To disconnect the fan, first backup your drive then turn off the Amiga500 and then

the GVP. Remove the GVP from the A500, undo a few screws so that the cover plate can be removed, slide the fan lead off its connector, refit the cover plate, slide the GVP back on to the expansion bus connector, and power on again.

You should now have a super-quiet but beautifully-functioning hard drive.

Comments

Note that this process may void your warranty, so only do it if the warranty is finished or you simply can't stand the fan noise. And only do it with a Quantum hard drive.

Also, I think disconnecting the fan might be a bit riskier if you keep your computer in a room that can become quite hot, say over about 28 degrees (which is not a desirable situation anyway, if it can be avoided - computers belong in cool rooms). A small external desk fan sucking air past the unit may assist cooling in hot rooms.

I have also seen a comment somewhere that RAM chips can generate a lot of heat, so if you have a lot of extra RAM in your GVP (I have only 2MB extra), then it would be wise to check first with Power Peripherals whether it would be OK to disconnect the fan.

Heaven has No Fan

Fan noise notwithstanding, using the GVP hard drive has been a joy for me from the start. With the vast increase in speed of access to files on hard disk compared to those on floppies, and the ease in finding files when they are all on one big disk instead of scattered over a hundred or more floppies, file access changed overnight from a hassle to a non-issue, and computing became a real pleasure. It is an even greater pleasure with no fan noise at all.

The silence is BLISS.

JOYSTICK PROBLEMS

by Gordon Owthrim

Those members who have children probably know what a hammering the joysticks get during a heavy game. My son had been complaining for some time that both the joysticks we owned were faulty. When I tried to pin him down on what exactly was wrong with them, he could not be very specific. The problem came to a head when I bought two English magazines with disks attached. I was interested in the desktop publishing program on one of them but he other free disk had a couple of games on it. He complained that the disk was faulty as none of the games worked. I was a bit surprised at this as the desktop program was OK. On investigation, sure enough the disk booted OK but then hung after the title page was displayed. I tried both joysticks with the same result.

I have a 2000 which is about 18 months old and on looking at the joystick port, I discovered that it was very loose and, when the plug was waggled, the so called faulty game progressed to the next stage.

I removed the case and, as I now suspected, the port socket was loose. Both the mouse port and the joystick port sockets are soldered via right angle pins direct to the main circuit board. The problem I had was that, whereas the mouse socket is also bolted to the circuit board, the joystick port just relied on the solder connections. The hammering the socket had received as a result of a taut and pulled lead had resulted in five of the connections being broken or at best only sometimes making correct contact.

I was able to repair this problem myself which involved fitting a new socket which is now bolted to the circuit board via two homemade "L" shaped brackets but I would warn 2000 owners of this potential problem. I don't know why Commodore decided to fix the mouse socket solidly to the circuit board but not the joystick which is normally subjected to greater stress.

Reviews, Remarks and Ravings

by Mathew Taylor

Rambrant

At the June meeting, I was handed a nice glossy sheet of paper which the club had received a few days earlier. It described the Rambrant, a new graphics card for your 2000 or 3000. Seeing the manufacturers were kind enough to forward the glossy, I figured a review of its features was in order.

The first thing I would say is this baby is for serious people who plan to make money one way or another through video media. By the specs, the cost of the unit should put it beyond the reach of the home hacker who wants the kids to appear on the computer.

But for those with the cash or the use, the card appears to be worth a look. For starters, the unit has both RGB and composite video in and out. It will do a resolution of up to 1024X1024, with every possible resolution available. It supports JPEG compression and hardware zoom. This is where the home hacker features stop, and the fun really begins.

To speed life up a bit, a 40Mhz TMS 34020 (Texas Instruments graphics processor) operating at 40 MFLOPS does all your dirty work. Not fast enough? Add the 34082 graphics/math co-processor to really start moving. Hey, I need some ram to work with, I hear you say. Well, you can have 8 Meg of VRAM for your images, and 8 Meg of DRAM for resident applications. Not enough yet? OK, now add a 16.7 million colour palette, with each and every colour displayable. The card will also do 256 from 16.7 million, making it ideal for those that need to interact with the poor old IBM world. (ie VGA)

Now for the genlock. The Rambrant will capture, in real time, right up to 24 bit in 1024X1024. If you prefer, it will grab the image in 256 gray scales, and will grab in just about any resolution your heart desires. All in all, the unit looks very impressive, bar one small oversight: It will not drive at a high enough frequency to output non-interlaced images at 800X800, 1024X768 or 1024X1024. This is rather sad, but I guess there had to be something amiss in an otherwise great product.

For those who don't know, DIG stands for Device Independent Graphics. You may also have guessed that the Amiga, in its basic form, draws things in 2D. Even your 3D pictures are really only a bunch of 2D drawings stuck together. DIG can overcome this, for those that program in C. With a DIG library, you can create 3D objects to display on the screen. Not only that, but if you use this library, porting of graphics from workstations such as the Sparc (from Sun Microsystems) is a breeze.

For those that are interested, there is only one catch. You need to get the C source and port it to the Amiga. Mr Neil Squires can obtain the code for you, as written for a Unix environment. Once you port it, the sky's the limit!

Hard discs for your A500.

Most people around will tell you that the single biggest performance boost your computer will get is a nice hard disc. The slowest feature on any system is it's floppy read time, and having a hard disc will make your programs zap into memory at a speed those that have never seen a hard disc in action will find fairly amazing.

After deciding to buy your hard disc, it is time to choose just which controller to buy. For anyone that doesn't know, a hard disc does not simply plug in and switch on. Your

computer needs a go-between, something that will get the information from the hard disc and pass it on to the computer. If you have watched the adverts for hard discs, you would have noticed that most of them include things like "Quantum" or "Fujitsu" hard discs. They're pretty much standard (there are other brands, of course!), but it is in the controller the the differences crop up. You should be aware that there are several ways a hard disc can talk to a controller. These are: MFM, RLL, IDE, SCSI and ESDI. SCSI is the one most people choose, as it can also control things like CD-ROM drives, flopticals and the like. Most Amiga bits and pieces that require an interface use SCSI. RLL and ESDI are fairly scarce in the computer world today. I doubt very much that you will run across these two ever. MFM is a very old standard, used originally in the good old XT from IBM. These are usually eight bit (Some 16 bit models did surface with the advent of the 286, but even today MFM controllers are usually manufactured in an eight bit configuration.) and are very slow. Not this fact down as you read further down the article.

IDE is a newer standard, used nowadays in almost all 286, 386 and 486 based systems. It was chosen simply because it was cheap, but a quick look at current hard disc pricing and you'll find that IDE and SCSI discs themselves are now priced very near each other. The controllers are a little further apart. (In the IBM world, an IDE controller would cost about \$30, whereas a SCSI controller would set you back \$300.) After that there are only special features on particular controllers that you need to compare. Some offer ram expansion. Some offer accelerators. You need to decide whether you have the money for a really hyped up controller or would prefer just a hard disc

CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software contains a huge variety of goodies from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The following people are PD librarians:

Simon Tow	Fisher	2888362
Lawrence Coombs	Aranda	2515523
Berenice Jacobs	Scullin	2552284
Bernie Wiemers	(AMOS)	2489837

You have the choice of buying the disks or swapping them for some new acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is \$1 to cover the librarian's costs.

For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.

Editorial (very brief!)

Thanks to all this edition's contributors. I think we have a great variety of articles which should meet most members' interests.

If you have particular interests (related to the Amiga!) not being met, let me know and we'll see if we can address them.

David Wilson Editor

Amiga 590 Plus (Commodore Business Machines).

This is the original hard disc that commodore (In it's wisdom) produced. It has never really had a major overhaul in technology, even as "super products" arrive from third party manufacturers. It comes only one way: with a 20 meg MFM hard disc. (Do you remember about MFM hard discs?) It has space inside for up to two megabytes of extra ram, which is slotted in with 44256 chips (128 K each). It has a SCSI controller built in (but no SCSI hard disc), with a 50 pin internal connector (for a hard disc) and a 25 pin external connector (for something like a floptical). The unit isn't too bad looking, and fits into the 86 pin connector on the side of your A500 (You did know it was there, didn't you?) With only two megabytes of ram expansion and an MFM hard disc, this model rates fairly poorly. It is priced (at time of publication) at around the \$500 mark.

Protar

Protar have produced a range of hard disc options that should satisfy most people. Their model is available in any capacity from 20 to 160 megabytes of hard disc. (They can't really supply a bigger one, because the physical height of a 200+ hard disc would not allow it to fit inside the case) As with the A590 plus, the Protar unit slots into the side of your Amy, but is slightly better contoured (In fact, it is exactly the same as your existing case.) It has the good old games switch (which turns the unit off for some games that boot from floppy and get upset with it), and can be purchased with a separate power supply so you don't overwork your existing one. The controller is SCSI which comes complete with the external 25 pin port. The unit is designed to cool via convection currents, and so needs no fan, and hence needs no extra power

supply until you add some ram to the unit. Ram is added via simms (I'm not sure whether the simms they mean are standard garden variety or some proprietary type), and can be expanded to eight meg. This model is great for those that want a good quality hard drive at an affordable price.

Scream 500 (MegaMicro Technology)

This baby is probably at the bottom of any hard disc options list. It is in effect only a ram device, which gives you up to eight meg of fast ram. It uses ZIP DRAM chips, either 1 or 4 meg chips. The unit is a rectangular prism, and for my money looks very unattractive beside your stylish Amy.

If you choose to add a hard disc, it plugs on the back and disappears into nowhere. I prefer something that will contain the hard disc myself (Which is why I'm planning to buy a 2000). The device does support rigid disk blocks (RDB), which is a small plus. In addition, you can stick in a '030 accelerator, so speed life up a tad. The front of the unit has disk and ram access lights, so you know just what's going on. The manual contains a wealth of technical info, including heaps of schematics. As a hard disc option, however, I must disagree; It's really only a ram board/accelerator.

500 HD8 Plus Series II (Great Valley Products Inc)

Great Valley Products (GVP) have always been associated with top quality goods. The series II HD8 plus is no exception. The unit matches the Amiga's lines perfectly. The unit is relatively expensive, but prices I received late in July showed that the unit is now very nicely priced. This model will accept up to eight meg of memory on board, using simm modules. It is full SCSI, with an external port allowing up to 7 hard discs to be added. (Any more than one, however, must live outside the case, naturally.) Fitted

with an internal fan and complete with power supply, the unit will neither overheat or overtax your existing power supply. GVP have developed special VLSI (Very Large Scale Integration) chips to do all the custom work on their hard disc controllers. This means that the electronics work at maximum efficiency for maximum performance.

The unit is available in up to 240 meg hard disc capacity. These days you can even add a 286 emulator to the unit. The GVP model comes very highly regarded.

The Final Word

I hope that gives anyone looking for a hard disc some idea of what to get. I'll have glossies and pricing on all these goodies at the next meeting if anyone need further information.

New Laser Printers

Brother Industries have released a new range of ten page per minute laser printers. These printers are set to destroy Hewlett Packards grip on the market. The units should find a street price of about the same as the HP, but with far greater features.

A quick comparison goes like this:

Brother HL-10V	HP III
10 PPM	8PPM
16 Mhz Processor	10 Mhz Processor
5 Emulations	1 Emulation
64 shading patterns	8 shading patterns
12 scalable fonts	8 scalable fonts
up to 999.75 points	up to 616 points
24 bitmap fonts	14 bitmap fonts
250 sheet bin	200 sheet bin
250 sheet optional bin	no optional bin

The Brother also has automatic interface switching, so it will sense where data is coming from. It will also sense what sort of emulation you're using, and interpret it accordingly.

The ram is expanded using simms, not some expensive proprietary equipment. The cartridge is industry standard, and the Brother has a much smaller foot print than the HP.

Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

Paul Martin	10-10 M-Su	2532121	what's happening
Simon Tow	6-7 pm M-F	2888362	hard disks, Digiview
Frank Keighley	6-7 pm M-F	2396658	laser printing, desktop publishing
Robert Vander Meer	6-8 pm M-F	2417113	desktop video
Wayne Rochester	6-10 pm M-F	2479093	assembler, general programming
Colin Vance	6-8 pm M-Su	2511087	beginners AmigaDOS
Andrew Boundy	8-10pm M-Th	2916971	Superbase Wordperfect

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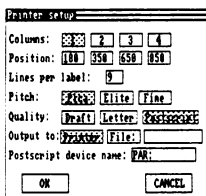
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Public Domain Corner

PicBase by Rob Pemberton

Reprinted in edited form from Amiga Workbench, Journal of the Amiga Users' Group, PO Box 684E Melbourne 3001.

One of the common curses afflicting any home computer user is the gradual loss of control over our disk collection as it multiplies in a seemingly geometric progression. In other words, we can all use a good disk cataloguer! This is one area where the public domain really shines, and the long list of catalogue-type programmes available has now been joined by a really nifty graphic database called PICBASE.

PICBASE allows the user to organise and manage all IFF images and brushes stored on any given disk. The program displays a miniature monochrome (8 or 16 level) image of each file, with information such as the full pathname, the creation date, file size, image size and depth, display mode (LACE, HAM etc) and filenote (comment).

The images are displayed four at a time and can be scrolled in real time. Images can be manually or automatically sorted. You can search for a particular image using key-words. The image files can be renamed, moved, copied or deleted from disk, either individually or in groups using the multiple select clipboard. Double-clicking an image will display it.

A special "multi-view" window allows you to view up to 108 images at once. The images can also be presented as a slideshow, moving automatically or manually forward and reverse. The images can also be played back in reduced size monochrome form as an animation preview at up to 30 frames per second.

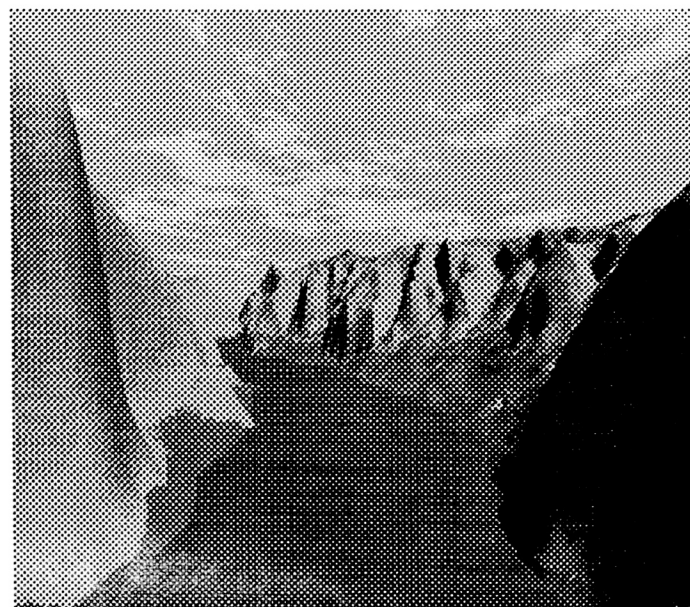
A list of images can be printed or saved as a text file and a script file can also be created. A Help mode gives on-line information about every gadget.

In brief, here's a summary of the features of this jam-packed utility:

- . two modes - full screen display of 108 "sub-miniature" images and a "story-board" display of 4 miniature images
- . stores and displays full pathname, file size, creation date, filenote, image specifications and time code for each image
- . extremely fast image shrink and colour remap on all Amiga graphic modes, including HAM and halfbright
- . cut, copy and paste IFF data
- . copy, move, rename and delete individual or groups of image files
- . sort the images by pathname, filename, creation date, file size and time code
- . search for any image
- . automatic double-buffered slide show
- . animation preview of miniature images
- . export image data list to printer or file; export a script file based on image data order
- . uses DOS 2 if available
- . on-line help
- . file requester keeps track of last used load path, save path and file, copy/move path and file and print path and file; full paths are always displayed, even if the user enters an assigned name or relative path
- . creates data file icons.

PICBASE can be run from the CLI, Shell or Workbench. It is fully documented and the program is very easy to run. The author has future enhancements in mind, such as the ability to load and remap ANIM, IFF24, HAM-E and DCTV images. Unfortunately, this is still an imperfect world. Among the bugs the author has kindly identified for us - dynamic hires, dynamic HAM, SHAM, HAM-E and DCTV images are loaded and catalogued but are not displayed properly. IFF24 have not been tested and may crash. "Stencil" images (ex DPaint etc) may also cause PICBASE to crash.

You will find PICBASE (shareware \$US10) on Fred Fish disk 527.



These images
were rendered
in Scenery Ani-
mator using
landscapes
from Vista Pro.



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C W C

Mega Review ProWrite Version 3.2

by Garry Brooke

Introduction (or, how did we get to here from there ?)

I should explain at the outset that in my work I mostly use word processors on Macintosh and MSDOS machines (they just will not listen to my suggestions about buying an Amiga 3000!). So, please forgive me if I occasionally lapse into describing functions in terms of programs like Microsoft Word for Windows et al.

ProWrite, if not the most fully featured, is one of the more respected word processing programs for the Amiga. It is quite fast, easy to learn and use, and has a few surprises for the Amiga user who looks more deeply. Before reviewing the program I should lay out some history. It can be interesting to learn about how other people get stuck with the programs they use and, as in my case, it is rarely a simple oneoff decision.

I purchased my first copy of ProWrite in mid1990. This was after struggling for months trying to find a package (not too expensive) to meet my need for a fast, strongly featured program for writing a large paper. I looked seriously at a few programs: *WordPerfect* (too dear and it reminded me of an MSDOS program I once swore at), *Excellence* (cheaper, lots of features but slower than I wanted) and *Kindwords* (cheap but missing features and speed). I even considered turning my Amiga into a Macintosh gad ! I had been using good old *Textcraft 1.1* for three long years of tertiary study. *Textcraft* was only a problem when it crashed but it totally ran out of puff on a document more than 10 pages long. I was thinking of 100 pages or more and, even if I

used chapters, had to look for something more robust. Then I found an article in the Sydney Morning Herald extolling the wonders of ProWrite V3. I've since lost the article (somewhere in the nonelectronic humanbased filing technology), but I remember that it described how the new version had been improved on version 2 and was so much faster than the alternatives. The writer anointed ProWrite V3 as the Amiga word processor to beat !

After a few telephone calls I visited a dealer who let me play with a copy of the package so I could confirm its speed and that key features worked as expected. I eventually parted with \$200 for a copy of ProWrite 3.0.1. Now, in describing some programs it is necessary to be very specific about the version number. This is because the developer often slips little bug fixes and changes into 'inbetween' versions. This was true of ProWrite. I wrote off to the developers, *New Horizons Software Inc* of Austin Texas, with my registration (the dealer told me that there was no support from the distributor in Australia) and gave them some comments on how great the program was plus some suggestions and questions. Writing to the software developer directly can have advantages and this was the case. I received a long reply answering the questions, commenting on the suggestions and advising me that there was a new version available if I sent them my original disks. It was October 1990 by this time and hard work on writing the magnum opus was underway but I thought it might be worth it. *New Horizons* sent back a copy of version 3.0.2. Voila ! Some bug fixes in (with some new bugs), but a tighter program overall.

Time passes on and 53,000 words later I had finished the opus (getting a respectable mark) and I read, again in the SMH, that version 3.2 was coming out. The distributor in Sydney said \$35 was the going rate to up-

date from version 3.0. I thought was it worth it ... the old version did have annoying bugs. So after paying the fee I received a brand new copy of ProWrite 3.2.1. It pays to wait a little while with these things. I saw a copy of version 3.2.0 (remember the lesson on version numbers ?) that was decidedly unstable !

The basic features

ProWrite V 3.2 (why do software developers have capitals in the middle of words ?) has most of the common text entry and editing features. Looking at the menus:

File: has the usual New, Open, Close, Save, Save As, Print and Quit commands. In addition, this menu is used for Page Setup, Print Merge, and Revert (to the previously saved version). It also contains ProWrite's rather nice 'Settings' feature (more of which later). ProWrite's file requesters have a single window displaying both files and directories. You can choose to display just ProWrite files or all files. Moving up and down directories is achieved by doubleclicks or by Enter and Back buttons. A list of all mounted disks can be displayed by pressing the ... OK its obvious, the Disk button.

The *Edit* menu holds the Undo, Cut, Copy, Paste, Erase and Select All commands. Undo works for the most recent command but can undo the last phrase keyed or text deleted. But you have to be careful; undo must be chosen immediately before doing anything else (including moving the cursor) or that magnificent prose is lost forever. You can also undo the undo (ie. redo), and the menu item changes to tell you what you can undo. Cut and Copy place text into an 'internal' clipboard. I assume that means it doesn't use the standard Amiga clipboard, making it difficult to paste text into another application. Erase just cuts the selection without saving in the clipboard. The *Edit*

menu is also used for the Preferences and Screen Colours commands as well as, for some reason, some formatting commands.

The *Search* menu does the text finding and changing but also has the Set and Goto Mark, Goto Page and Goto Selection commands.

Format is where you do most of the real work with Fonts, Styles, Color (well, this is an American program !), Alignment, Spacing, Line Height, Tab Type and Decimal Char.

In the *Document* menu you will find facilities for editing and displaying the Header and Footer, setting Layout options, Spelling, Thesaurus and Document Summary. It also has a Speaking function which can speak the whole document back to you or can speak as you type. The latter option is decidedly strange ... it speaks each letter one at a time ! Like this: space period period period space eye tea space etc, which is horribly slow so not a lot of use. The document summary works well and is fast. On this review document it takes 3 seconds to display a count of words, sentences, characters, paragraphs, lines and pages as well as average word and sentence lengths. I guess it uses the averages to calculate the Grade level readability (which in the case of this humble review is 9.8 (years ?)).

There is a *View* menu for choosing what nonprinting characters to display on the screen, to turn the Ruler on and off and choose the Ruler Type (Inches, centimeters, picas, points and 10 or 12 pitch).

Lastly, there is a *Macro* menu. In ProWrite, macros are handled using ARexx; more on that later !

Getting down to work

As with most good Amiga programs, installing ProWrite is just a matter of copying

the program and other files onto your hard disk. If you don't have the inestimable benefit of such a device you can use copies of the disks as they come from *New Horizons* (always make backups of the originals and stow them away in some safe). Before I acquired my hard disk I used my own arrangement of floppy disks with the ProWrite program and most other files on a system disk and the dictionary and thesaurus files on a data disk. I've listed the floppy disk directories in a separate article which will appear in the next beCAUS. *New Horizons* state that ProWrite needs a minimum of 1Mb of RAM.

There is NO online help ! Press the Help key and you get a window telling you that you're using ProWrite, plus the usual 'About' information.

ProWrite opens with a new blank document which is formatted according to details in the ProWrite Defaults file. The Defaults file stores all the default settings for page setup, text settings (eg. starting font, alignment, line height spacing and style), layout (eg. margins and columns), screen colours and preferences settings.

The Settings function is not unlike a simple version of the Templates feature combined with the .INI file in *Microsoft Word*. Different settings can be saved onto disk under different names using the Settings command. I've set up settings for a standard letter, different paper sizes and for working with ASCII files that I can take to work (my

employer is quite happy for staff to do work at home as well as in normal hours!). You can store settings files wherever you like but the Default file is always stored with the ProWrite program. There is also a Save option to update the Defaults file. Loading a new settings file doesn't affect the formatting of files already open but does change the preferences. For some reason ProWrite doesn't display the program's directory in the Settings Save As requester, but it's easy to work your way through to the appropriate directory. It always remembers where your data files are stored and so Auto Save is not affected.

With a new document open just start typing. If need be, use Page Setup to change page size, orientation, reduction / enlargement and print density. There is also an option to turn off the ProWrite default of a 1 inch gap between pages.

Some of the ProWrite text routines really are quite as fast as advertised; it is virtually impossible to key ahead of the cursor. Selecting text is also quite fast and easy: place the cursor in the desired area and double-click to select a word; triple-click selects a sentence. It is similarly easy to select paragraphs and the whole document. For comparison, typing and selecting text is just as fast as in a Windows word processor on a '386sx PC. ProWrite doesn't automatically insert a space when you type over selected text, so you just have to remember to press the space bar.

ProWrite is also fast at deleting text using the keyboard. Del or Backspace, combined with the Shift key will delete words whilst combined with the Alt key will delete sentences forward or backward.

Moving around your document involves mostly standard use of the cursor and modifier keys. The Alt and arrow keys move you to the top or bottom of the document (virtu-

ProWrite

ally immediately) or to the beginning and end of sentences. There is no end or beginning of line function. Scrolling seems slow but is still quicker than the old version of *Excellence* I saw (and not much slower than *Word for Windows*). There are slider bars to reposition elsewhere in the document as well as PageUp and Down arrows just to the left of the horizontal slider bar. With the Alt key the slider bars provide dynamic scrolling.

ProWrite is not so fast in wrapping text and moving around the document. This is mainly a function of the way it redisplay text. So, whilst typing and selecting is fast, refreshing the screen is closer to the ordinary Amiga wordprocessor speed.

ProWrite doesn't use the alternative functions on the keypad and so there is no Insert/Typeover key. You can select typeover, however, from the Preferences command (ShiftHelp).

Most nonprinting characters are displayed. If you want an uncluttered display you can turn them off using the *View* menu. You can also turn on or off Page Guides (which show the text margins).

Copying and moving text is accomplished as is usual with the *Edit* menu or the industry standard keyboard equivalents: RightAmigaX, C or V. Undo can be actioned with RightAmigaZ (the designers of the Macintosh have a lot answer for!).

Most menu commands have keyboard equivalents but many are not displayed on the menus causing a quick trip to the manual. There are even keyboard equivalents for using requesters. The keyboard assignments cannot be changed, however. Nor can the menu commands but what do you expect for less than \$200?

Graphics

I don't play around very much with graphics (good grief, on an Amiga!) but the manual states that ProWrite can import graphics in IFF format and HAM. Once imported, they can be resized using the mouse and 'handles' on the picture frame. As far as I can tell, pictures cannot be cropped. Resizing and moving pictures around the page, however, can be slow (especially if there are a few colours). So, it's best to turn off Show Pictures, in the *View* menu, until you're ready to print.

Formatting your text

Even as you are typing, it is nice to be able format the text. ProWrite can use any Amiga font (including Workbench 2 outline fonts). It can also format text with bold, italics, underline, shadow, superscript and subscript. There is a choice of 7 text colours. ProWrite can display 256 colours in all out of the Amiga palette of 4096.

The ruler provides for setting tab position and type, text alignment, line spacing (single, 1.5 and double) and spaces before and/or after the paragraph. It also handles right and left indents. Alternatively, these features can be altered using the *Format* menu. A nice feature is that double-clicking on the top half of the ruler turns off the bottom half leaving more text editing space but still displaying the tabs and indents. Line height can be set to auto or fixed to any other height you like with default options for 6 or 8 lines per inch.

The *Edit* menu also has the Change Case (UPPER, lower and Mixed) and sort functions. The sort function is fairly rudimentary but works quickly either ascending or descending (sorting this entire review takes 3 seconds or so).

ProWrite doesn't have a 'styles:heet' feature nor a glossary. It does, however, have a Retain/Apply Formats function on the *Edit*

menu. Using the menu or the keyboard you can copy the format of a paragraph and paste that format to others. Similarly, the font, style and colour of text can be copied to other text by Retain/Apply Style. This makes formatting paragraphs relatively painless as long as you don't decide to re-format a huge document. It is actually very similar to the Paint Roller feature in Textcraft V1.1 which could paste the format of an example paragraph. Originality doesn't pay for the Amiga though: Lotus' AmiPro V3 (another Windows word processor), which was only released in July, has a similar feature called Fast Format!

ProWrite documents can have up to five columns. The number and gap between them are set using the Layout command on the *Document* menu and they can be parallel or newspaper style. This feature is also fast and easy but columns must be of equal width and apply to the whole document. In compensation, however, inserting a column or page break is a single key stroke.

The Layout command is also used to specify Odd/Even Pages and the associated Gutter Margin (great for that future book I've in mind which will be printed on **both** sides of the paper !). With Odd/Even Pages specified, the *Document* menu changes to enable odd and even headers and footers.

Tools and utilities

ProWrite has the usual complement of tools including a spell checker, thesaurus, print merge, timed auto save, backup and macros. Auto Save and Backup are specified in the Preferences command.

The spell checker is quite fast and accurate, but uses a thoroughly American dictionary. So, I've spent much time adding Australian spellings to the User Dictionary ! The User dictionary is a plain text file making it very easy to edit and to develop a variety of dif-

ferent situations. As you would expect, it can suggest possible spellings and if you select a word it can look up its spelling. Dragging up suggestions, however, takes a while even when the dictionary is loaded in RAM. In compensation, the spell checker remembers and marks which paragraphs that are correct and will skip them in later passes. ProWrite comes with two dictionaries.

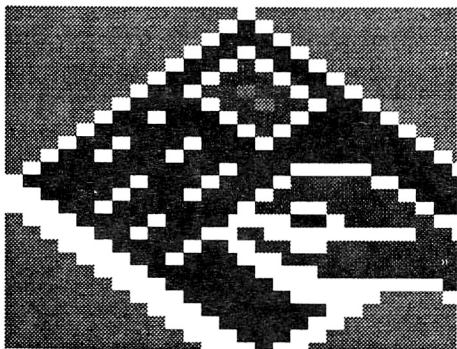
There is a 50,000 word version for people with floppy drives and a 100,000 word version for hard drive owners. One very nice feature is that you can check your spelling as you type. Typing speed is only a slightly affected, unless of course, you make a mistake, which causes the screen to flash and an annoying beep.

The ProWrite Thesaurus has over 300,000 cross references and is significantly faster than the spell checker. Whether running off a hard disk or from RAM, it finds and displays a long list of synonyms within a few seconds (it takes 2 seconds to look up the word thesaurus). However, there are no antonyms.

Both the speller and thesaurus are more pleasant to use off a hard disk. If you don't possess a hard drive but you do have RAM it is worthwhile, for the speed gain, loading the dictionary and/or thesaurus files into RAM: or RAD:. The thesaurus takes up 307Kb whilst the dictionaries are 263Kb and 116Kb. I've included a copy of a start-up sequence file at the end of this review which shows how it can be done.

ProWrite's macro facility has the potential to add much functionality to the program. It is run using ARexx, giving access to all ARexx's text and data manipulation commands. ProWrite also has around 130 commands that can be executed through the ARexx port including four commands for creating dialogue boxes. There are limitations. Firstly, you have to have access to

ARexx, which is easy for those of you using AmigaDOS 2 but costs extra for the rest of us. Secondly, you need to learn about ARexx to get the best out of it. And thirdly, there are only 10 key combinations for running all the macros you have (shift and 10 function keys). To invoke any other macros you have to use the *Macro* menu command which doesn't display a list so you had better just remember what macros you have! ProWrite comes with some example macros to whet your appetite including an endnote generator, arithmetic calculator, transpose characters and three indent routines. Macros are stored in plain text files that can be created in any text editor or in ProWrite. However, it doesn't have a record function.



Finishing up and printing

ProWrite, like most word processors, stores documents in its own format and so, to keep formatting information, you will need to convert ProWrite files to read them into other programs. It can also save files in ASCII text and Professional Page Text. The latter retains some formatting information including justification, character formats and colours. Similarly ProWrite can only read ASCII and Professional Page Text files in addition to its own format. PPage text files are converted as much as possible and remaining formatting instructions are left for you to change manually if you wish.

ProWrite has quite reasonable printing capabilities using the Amiga printer device as Commodore prefers. For those with \$\$\$\$ to spare, it can send gray scale or colour output to a postscript printer on either the serial or parallel port. More useful for most of us, you can alternatively specify a named file for postscript output which can be printed by a DTP bureau. Most printing preferences have to be changed using the *Work-Bench Preferences* command. ProWrite, however, automatically senses those changes.

ProWrite also has the usual dot matrix printing capabilities. It is really designed for printing in graphics mode. This enables you to include the widest variety of fonts with your pictures and to vary the print density (and speed). For those of you who are fixed in your old ways (like yours truly), ProWrite can print using standard printer fonts in draft or NLQ modes and still mix the text up with pictures. It also comes with a range of fonts that will match most printer fonts and you can choose the corresponding measurements on the screen ruler.

The *Print* command controls the number of copies (which can be collated), back to front printing, odd then even pages, page range and automatic or manual paper feed. Depending on your printer driver you can also specify one of up to 10 font numbers. This enables you to access the variety of fonts stored in some printers. Print density in graphics mode can be varied from 80 by 72 dots per inch up to 240 by 216 and there is a High quality option which doubles the font size and scales it down to make smoother output.

Customising the screen and the way the package works

Pressing ShiftHelp displays the Preferences dialogue which controls cursor blink speed, error notification, measurement units (inch-

es or centimeters), time between auto saves, backup on/off, files displayed in requesters and save icons one/off. ProWrite also has a palette for changing the 8 screen colours.

The manual

ProWrite 3.0 came with a ringbound 193 page manual. I haven't seen the version 3.2 manual but it should be fairly good (the upgrade came with a tacky little photocopied booklet). As is common these days it a section on learning how to do the basics and a larger section on using all its features. Then there is a reference section on menus, screen options, macros and keyboard shortcuts followed by Appendices. The manual is easy enough to understand but the index sometimes fails. Some users may find it paternalistic. For example it refers to macros as a feature normally for advanced users.

Glitches

All versions of ProWrite I've seen have had little bugs that crop up to remind you that nothing in this world is perfect. Version 3.2.1, however, is the best so far and I've encountered only one problem. When displaying requesters (eg. Preferences), ProWrite duplicates leaves a copy of the Workbench pointer fixed on the screen. Opening another requester over the ProWrite pointer will send the Workbench pointer on its way.

There are other things that could be changed. For example, I've tried hard but have not been able to get coloured or white text on a black background. Also, as mentioned earlier, text routines are fast but screen refresh can be surprisingly slow. Some of the features and commands could be in more logical places but that is true of every package I've seen.

Conclusions

ProWrite 3.2 is not the most complex or

functional word processor on the market, nor is it the dearest it can be bought for as little as \$139 from certain mail order software distributors. I understand it was to be had for \$99 at the recent World of Commodore exhibition. Its strengths are its speed and the robustness of its functions. In addition by using ARexx it has the potential for very functional macros and linkages to other programs. Postscript output enables quality laser printing to complement the good dot matrix printing capability. I could do without the 'talking word processor' but would not want to lose the superb thesaurus. I'd really like to have style sheets or a glossary function. Perhaps I should study an ARexx manual; I might be able to create some new features !

Rating

On the absolute, price is no object, scale: 55%

On the value for money, quick and easy scale: 80%

Classifieds

2620 Accelerator board (68020 + 68881 FPU) 2 MB 32-bit RAM. \$495
A-Max II V2.51 - Upgrade Software only \$20

Art Department - \$60
Amiga Modulator - \$25
Phone Mark 286 1358

2 MEG **Proton Board** autoconfig suit A1000 \$360

Star NX-1000 colour 9 pin dot matrix printer ribbons etc \$250

ICD AdSpeed 14 MHz direct 68000 replacement for all Amigas \$220
Phone David 291 8324

NEW AMIGAS ?? and V2.1

The following article was submitted by Neil Squires with no claims as to its accuracy. The article was a part of the latest AM Report concerning the A4000 and Amiga Classic.

"I've been chomping at the bit to speak out and right now I just don't care about the non-disclosure agreements. We have been beta-testing the A4000 and another model which may be called the A1000 Classic, A800, or possibly some other name. Both are based on the AA chipset and should be able to hold their own against other machines on the market, but there are still a few areas where they are lacking.

The A4000 is pretty much an A3000 with an 040 on the motherboard, the AA chipset instead of the ECS, and beta 2.1 ROMS. Ours has 16M fast RAM and 4M chip, expandable to 64M and 16M respectively. ZIP RAM like that in the A3000 is used, but there is a chance that production machines will go to SIMMS. Our machine has a 105M Quantum hard drive and a true full-speed high-density floppy. The expansion slots are Zorro III and appear to be identical to those on the A3000. I am not positive, but the cpu slot looks to be the same as the one found on the A3000.

The other machine is housed in pizza-box style case 3" high and 15" wide and deep. It has a 16MHz 030, the AA chipset, 2.1 ROMS, and sockets for up to 16M fast RAM and 4M chip RAM. It has the same floppy drive as the A4000, but the hard drive is only a 52M Quantum. There is a daughterboard with two Zorro III slots and one inline video slot, but it looks to be very cramped in there. The cpu slot is in the same orientation as that of the A3000 and

A4000, but there is not much clearance. It is a very nice compact package and manages to look even "sexier" than the A3000/A4000.

Both machines sport the same I/O ports, starting with the same ports found on the A3000. The floppy drive and serial ports are now stacked in the same way as the SCSI and parallel ports, as are the RGB, VGA, and audio ports. There is a microphone port that works with the built-in digitizer, with 8bit 22kHz sampling possible. Not exactly CD quality, but better than the toy CODEC samplers found on the NeXT, Mac, and others. The keyboard and mouse ports are on the rear of the machine, with the joystick ports stacked vertically. This stacking leaves just enough room for a pair of MIDI ports and another port that was covered with a plastic cap on both of our units. We pried it off and it looks like a PCMCIA slot, but we've not been able to confirm this. Given that the A600 has one, this would not be a bad idea, but it seems odd that it was covered up like that.

The new mouse looks to be the same as the pregnant mouse, but the A4000 came with a three button and the other machine a two button. Both had standard A3000 keyboards. The most shocking thing about these machines is how much they feel like existing Amigas instead of a new breed.

The AA chipset is a real improvement over the ECS, but it may not be enough to keep the Amiga competitive for another 7 years. Some of the chips are similar to those in the ECS, but none look to be drop-in replacements for existing machines. Agnus, Denise, and Paula have been improved and all three are now surface mount chips roughly the size of the fat Agnus. There are three other chips that have tape covering the names, but one of them is certainly an Am-

ber type de-interlacer chip. It has what 1M of VRAM in order to handle the increased color depths and de-interlaces all but the highest resolution modes. We peeled back the tape a bit on the other two and one is named Lisa, the other was just a number. The Lisa chip appears to be responsible for the graphics, but its relationship with Agnus and Denise is not so clear. The other chip may be the rumored DSP chip, but none of the software we have mentions it specifically. There is an A/D chip for the microphone and two D/A chips for the audio in the same general area, so they are probably related.

Amiga owners will be surprised at some of the features of the AA chipset and disappointed with others. The resolutions supported are similar to those of the ECS, with the addition of the 800x300, 800x600 interlaced, 1280x480, and 1280x960 interlaced. The Amber de-interlacer works with all of the modes, but most SVGA monitors can't handle the non-interlaced 1280x960 mode. All modes can be up to 8 bitplanes except for the 1280 modes, which are limited to six. The palette is 24 bit, but there is a way to simulate 12 bit for compatibility with some older software. A pleasant surprise is the SuperHAM mode which uses 10 bits to allow for pseudo-24 bit color. This works in the 320 and 640 modes and is nothing short of spectacular, with the bonus of being able to handle up to 30fps for some amazing animation. The 800 and 1280 modes have 8 bit 256 color and 6 bit 4096 color HAM modes, respectively. There is still a problem with fringing on raw images, but the better programs seem to do a pretty good job with reducing the problem. The sprites now change to match the resolution of the screen, so pointers look much more professional. They may be up to 64 pixels wide, with no height limitation. There are still only eight per scanline, but the number of colors is up to 16 in all modes except for 1280, which is

only four. All in all, these Amigas have graphics that hold their own against offerings for the PC and Mac, but they won't be able to last for another seven years without improvement.

We have not done much with the audio, but 16 bit four channel sound in up to 56kHz is available. A neat trick is that up to 8 8 bit channels at 56kHz and up to 16 8 bit 28kHz channels can be emulated. We don't have any software that takes advantage of these modes with the exception of the digitizer, but there is a lot of potential. The 2.1 OS is pretty much the same as what has been posted on the nets, but it really looks awesome on the new displays. We have found the 800x600 256 color Workbench to be very nice and snappy enough to be useable. The blitter may have been improved, but it does not feel like it is 4x faster as some like to claim. There are only a few programs that don't work on these machines, and all of those are pre-2.04. If the developers have followed the guidelines set by Commodore, they should not have any problems.

The following article has been lifted with permission from MegaDisc the Australian Amiga magazine-on-a-disk. The latest edition of MegaDisc (out every second month) is sold at each CAUS meeting and contains articles, tutorials, programs and graphics on all areas of the Amiga.

Version, 2.1 is out in a beta version and has many additions and some deletions which all in all make for a much improved Amiga. Now I know that 2.04 has only just been released in small quantities but we have to move on. So for those of you who do have 2.0 in ROM or a RAM kickstart - what are the differences?

Firstly 2.1 is on FFS floppies, 5 in all so far with archived docs. The devs now has an

icon as this now stores the new style "mounts" which are individual not a list and contain CrossDos mounts so as you can now read and write IBM disks with ease. New drawer DosDrivers in devs and also Monitors, Printers and Keymaps have icons so as they can be dragged into active drawers.

Certain files have had the big A, diskdoctor for one plus Keymaps/ usa1, fonts bullet/if.ss, System/Addmonitor-Bindmonitor-Diskcopy-Setmap, WBStartup/ mode_names, Tools/Commodities/IHhelp; where most of the latest cancellations have been taken over by another program. It would appear that Commodore are going for a larger more configureable type workbench which may end up being able to handle IBM programs straight off - now wouldn't that be something? A great many of the commands in the C directory have been rewritten and made compact and the mount has been totally rewritten from BCPL to C.

What else is there?

- * Postscript printer support at last.
- * Support for different languages.
- * You can now select sound samples instead of beeps.
- * There's a compugraphic outline font engine.
- * A new drawer Storage which keeps all the files, drivers, etc. not of immediate use.

It is obvious from the the documentation and what is in the program that the new EEC chipset with the new Alice etc will be released in 1993. I came to this conclusion from the persistent rumours plus the new refresh rates that are available in 2.1 of 72Mhz and the palette requesters and monitors. Preferences palette is able to display graphics in 256 colours and support the AA chips, 2.04 will not do so. So here is the evidence that the Amiga will at last be comparable to and probably outperform the latest PCs, I al-

so predict possible 24bit display modes. The CPU now also recognises, without special patches, the 68040 processor and its associated command structure.

This is really a more exciting release than the long awaited 2.04 which really is now seen as a mere stopgap measure. This does not mean do not buy the new WB2.0 as the ROM is an integral part of the whole new structure that workbench will eventually be. It is obvious that the development of 2.0 is not over and will probably be an ongoing thing which in the long run cannot help but benefit all Amiga owners.

Music / Graphics SIG

The SIG continues, as does its PD library. The "Green Label" Module collection now numbers 25, and the GIF Graphics Library has grown a couple of new members. Anyone interested in the Musical and Graphical talents of the Amiga is urged to come and talk to me. The PD is available at the standard user group price, set at \$1 copy fee and \$1 for the disk.

Just a small note for the gentleman who was talking to me some months ago about his midi setup. I'd appreciate it if you would phone me, or catch me at the next meeting, as I have lost your name and phone number. Pretty funny eh?

The Tutorial Disk has reached a two disk version (V3.3, Rev 3.1) Now crammed with more information than ever, new Amiga users should find it a valuable reference and learning tool. Copies available to all at the meeting (for a small fee, of course!)

Matthew Taylor 251 5343

What's Happening?

New CAUS Bulletin Board

The CAUS Committee has decided to take up the offer of Stephen White to allow CAUS members access to all the facilities of his Amiga Frontier BBS. The access for CAUS members would be 60 minutes per day per member and a maximum download per day per member of 1 MEG with a download ratio of 20:1.

The new BBS phone number is 253 1170. Use it!

Upcoming Meetings

The beginners' group will be discussing printers and printer drivers at the August meeting and floppy drives at the September meeting. Both sessions will be led by Joe McCully (the noted expert on both these areas!) so come along and throw your questions and problems at Joe.

The main August meeting will include a demonstration by Bell & Howell of a projector suitable for the Amiga. As you know, the Society is looking at purchasing a projector for our meetings so come along and see what you MIGHT be getting for your money.

The September meeting will feature talks and demonstrations on Amiga languages. If you are interested in programming or just want to find out what goes on underneath those pretty windows, come along and learn about Amiga BASIC, C, Modula-2 and AMOS. This will not be a heavy programming session but a lighthearted introduction for members.

JPL Images

I've had some good feedback on these some of which we published in the April beCAUS. Bob Deen from the NASA-JPL Multimission Image Processing Lab in Pasadena USA was responsible for the images. Gordon Owtrim has given the disks to Berenice Jacobs one of our PD librarians and copies are available from Berenice for

the usual low PD fee. Gordon hopes to get some more disks sometime in the future.

If you are interested, Bob Deen can be contacted on:

ARPAnet: rgd059@mipl3.jpl.nasa.gov

SPANnet: mipl3::rgd059

Ma Bell: (818)354-7492 (work)

(818)796-4111 (home)

SuperBase SIG

Paul Blair, past beCAUS contributor and Superbase wizard, is keen on starting a SuperBase SIG within the Canberra PC UG. Paul isn't sure of the extent of local interest but would like to hear from PC users interested in helping or being helped.

SuperBase Professional for the Amiga operates very similarly to the Windows version and this could be a good opportunity for Amiga users to get involved and learn more about the top Amiga database program. Paul isn't sure whether membership of PC UG will be an issue but will face that problem if it arises.

If you are interested, let me know on 2918 324.

Help Line

We need more helpers willing to be a font of some knowledge on various aspects of operating the Amiga.

If you feel that you are at all knowledgeable about any of the following areas and are willing to help, let me know and you could find your name on the Help Line:

- . C or BASIC
- . AmigaVision
- . Music and audio

Don't feel as if you have to be available 24 hours per day; you specify the hours that you wish to be contactable.